

# EUROPEAN II

## INSTRUCTIONS

### LOADING:

**SPECTRUM** – Type **LOAD ""** then Press **ENTER** and Start the Tape

**COMMODORE** – Press the **SHIFT** and **RUN/STOP** keys Simultaneously

**AMSTRAD** – Press the **CONTROL** and **ENTER** keys Simultaneously

**European II** is a Knockout Competition. Each Round including the Final is played over 2 Legs.

After loading **European II** you can either Select a Skill Level from 1-7 or you can Enter your own Ability rating (3-9) for each Player in your Squad (eg. if you are transferring your Squad Details from **Premier II**). You must Enter details for at least 15 Players. If you do not want a full 16 man Squad Enter X for Player No. 16.

You are Team No. 1  
Squad Details:

D = Defence

M = Midfield

A = Attack

P = Indicates player selected

A = Ability   F = Form   G = Goals

The Goal Scoring Ability (GSA) rating of 2-6 for both Teams is displayed on the **MATCH SCREEN** and is based on: Team Morale, Ability for Defence, Midfield & Attack, Total Team Form, Total Goals Scored and Home Advantage.

Note: The GSA is only a guide to which team is more likely to score based on current Form and Ability etc., but there are no certainties in Football.

**Discipline Points** – Booking = 3 Pts. Sending Off = 6 Pts.

A Player with 6 or more Pts. will be Banned for one Match.

Away goals count double if the scores are level after 2 Legs. If the scores are still level the match will go to Extra Time. If Extra Time doesn't produce a Winner the Match will go to a **PENALTY SHOOT-OUT** with each Team taking 5 penalties. You will select Players from your **TEAM** to take the penalties including **SUDDEN DEATH PENALTIES** if necessary.

**MENU SELECTION "SAVE GAME"** – For Saving and Loading a Saved Game.

**SPECTRUM** – Prepare a cassette to record the Full Program and Data, Press **PLAY & RECORD** on your cassette player, then Press any key. To Load a Saved game type Load "".

**COMMODORE** – Prepare a cassette to record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD**. To Load a Saved Game – Load the Master Tape as usual, then insert your Saved Game and under Menu Selection "**SAVE GAME**" press to Load and then Press **PLAY** on your cassette player.

**AMSTRAD** — Prepare a cassette to Record the Data only. Press for **SAVE GAME** then Press **PLAY & RECORD** and any key. To load a saved Game — Load the Master Tape as usual, then Insert your Saved Game and under Menu Selection "**SAVE GAME**" press to Load and then Press **PLAY**.

**EUROPEAN II** can also be played as a companion game to **PREMIER II**.

**PREMIER II** is another Great Strategy Game from E & J Software. You are the Manager of a top Club in the New Premier Super League. The Directors demand success and you are under pressure to produce a Championship Winning Team. Can you succeed at the highest level in Football Management and win the Premier Championship? Plus — transfer your Premier League winning squad to **EUROPEAN II** and try for a unique Double.



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# EUROPEAN CUP STRATEGY GAME

## FEATURES

**7 Skill Levels** – from easy to impossible?

**Team Selection** – from Squad of 15

**Change Names** – Players/Teams

**Home & Away Legs** – All Rounds

**Full Results Table** – All Matches

**Half Time & Full Time Scores** – All Matches

**Disciplinary Table** – Shows Match Bans

**Away Goals Count Double** – If Drawn

**Extra Time** – If Drawn after 2nd leg

## **MATCH FEATURES**

**Match Clock** – Corners – Free Kicks – Penalties – Named & Recorded Goal Scorers & Goal Times – Injuries – Injury Time – Disallowed Goals – Bookings – Sending Off – 2 In-match Substitutes – **& MORE.**

**SPECIAL FEATURE:** Full Penalty Shoot-Out If Scores are Level after 2 Legs & Extra Time – Select 5 Players to take Penalties + More if **SUDDEN DEATH PENALTIES** necessary.

**PLUS** Pre-Match Team Report, Printer Option, Save Game **& MORE.**